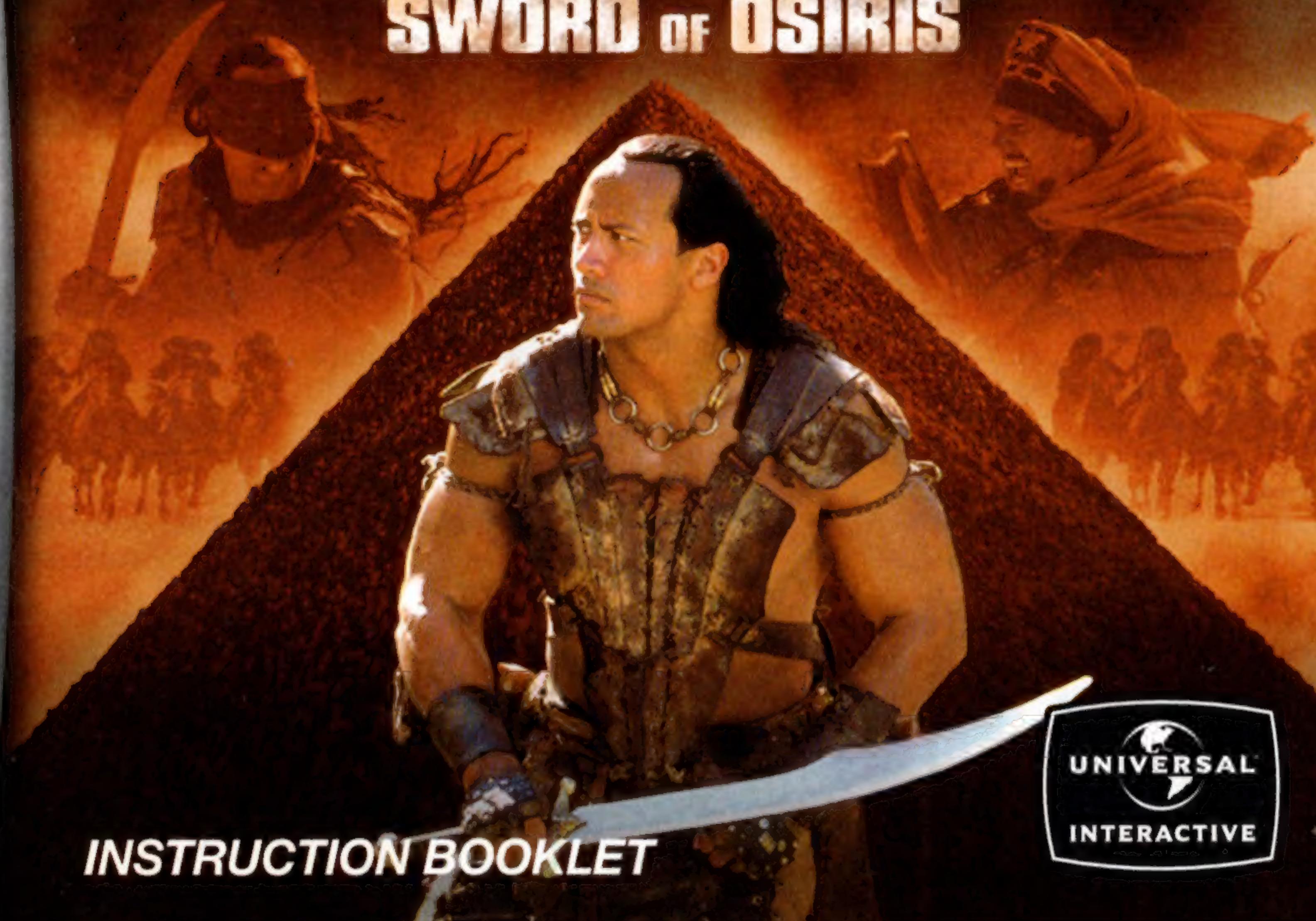


AGB-ASZE-USA

THE SCORPION KING™ SWORD OF OSIRIS



GAME BOY ADVANCE

INSTRUCTION BOOKLET



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



ESRB
EVERYONE
Violence

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2002 NINTENDO. ALL RIGHTS RESERVED.

THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM.

THE SCORPION KING: SWORD OF OSIRIS™

TABLE OF CONTENTS

Prologue	4	Items & Collectibles	11
Controls	5	Characters	12
Starting a Game	6	Enemies	13
Controlling the Scorpion King	7	Scorpion Statues	13
Basic Movements.	7	Find Out More.	14
Special Moves	8	Customer Support.	14
Weapons.	9	Credits	15
The Power of the Hero's Gauntlet	10	Limited Warranty.	17
The Power Cell	11		

"The Scorpion King: Sword of Osiris"™ interactive game © 2002 Universal Interactive, Inc. The Scorpion King and related characters are™ and © of Universal Studios. Licensed by Universal Studios Licensing, Inc.

All Rights Reserved.

PROLOGUE

THE RISE OF THE SCORPION

It has been some time since Mathayus defeated Memnon, but little does he know that a new foe is lurking in the shadows. A sinister man they call Menthu has kidnapped the beautiful Cassandra, Mathayus' new bride. He and his evil sorceress apprentice, Isis, are determined to use Cassandra's magical powers to awaken the Dunes of Natash, an evil desert oasis that, if disturbed, will cast a thousand-year desert storm that will desolate the lands of Egypt.

The only way to defeat Menthu and foil his plans is for Mathayus to uncover the world's most powerful sword, the Sword of Osiris.

THE RACE AGAINST THE SANDS OF TIME HAS BEGUN.

CONTROLS



Start Game/Pause/Return to Game
Highlight Menu Selection

Confirm Selection
Return to Previous

START
Control Pad: Up ▲,
Down ▼, Left ▲, Right ▶
A Button
B Button

STARTING A GAME

Insert the game cartridge into the Game Boy® Advance and turn the power on. Press START at the title screen to enter the mode selection screen. Use the Control Pad to select either NEW GAME or CONTINUE and press A Button to confirm your selection.

BEGIN PLAY FROM THE START:

Use the Control Pad to select NEW GAME and press A Button to confirm your selection.

CONTINUING A GAME:

Use the Control Pad to select “Continue” and press A Button to confirm your selection. At the Password Screen, enter your password and press START to continue from where you last played. A new password will be given to the player each time a level is cleared.



CONTROLLING THE SCORPION KING

BASIC MOVEMENTS:

Move Mathayus	Control Pad
Jump	A Button
Attack	B Button
Walk	Press and hold the R Button
Crouch	Control Pad Down ▼
Crawl	Control Pad Diagonal Left or Right
Switch Weapons	Press the L Button
Climb Ropes, Vines, and Chains	Press Control Pad Up ▲ while standing over obstacle to grab



SPECIAL MOVES



WALL SPRING JUMP: Press and hold A Button while facing wall to jump off (BOTH WEAPONS).

Note: The longer the player holds A Button, the farther Mathayus will jump off the wall.



CEILING CLIMB: Press and continue to hold A Button. Use Control Pad Left ▲ or Right ▼ to move. To drop down, release A Button.

SWORD PLUNGE: Press A then Control Pad Down ▾.

DEFENSIVE SWORD STANCE: FORWARD THRUST: Press and hold B Button, while he spins his sword, press Left ▲ or Right ▼.

DEFENSIVE SWORD STANCE: UPWARD THRUST: Press and hold B Button, while he spins his sword, press Up.

DEFENSIVE SCIMITAR THROW: Press and hold B Button, then press either Left, Right, Diagonal Left, Diagonal Right, Up or Down, to throw scimitars.

WEAPONS

SWORD

A cunning and deadly weapon with which Mathayus begins his adventure. Though not as fast as the Scimitar, it is more powerful.



SCIMITAR

Razor sharp hand blades that are the quickest but the weakest.



SWORD OF OSIRIS

No one has seen this powerful weapon, or knows its whereabouts. You must find it before Menthu does and use it to defeat him.

THE POWER OF THE HERO'S GAUNTLET



The Hero's Gauntlet is an ancient relic that Mathayus needs in order to complete his dangerous quest. Once he has uncovered the Gauntlet, he will then be able to power up his current weapon to make it more powerful.

After each deadly adversary is defeated, Mathayus will be rewarded a new knuckle slot for the gauntlet. Once all four knuckle slots are collected Mathayus will be able to wield the most powerful sword in the world, the Sword of Osiris.

**BUT HOW DOES ONE UNLOCK
THE MYSTERIOUS POWER OF THE SWORD?**

THE POWER CELL



RED CELL: POWER ELEMENT

Mathayus must collect a power cell for each knuckle slot. As each cell is collected, his weapon becomes more powerful. For example, when the sword reaches Level Three, it will shoot a fireball.

- NORMAL STATUS
- LEVEL 1
- LEVEL 3
- LEVEL 2
- LEVEL 4: MAX POWER

Note: When a player is hit, he will not only lose life, but the power level of the weapon will drop to the previous level.

ITEMS & COLLECTIBLES

FOOD [LARGE/SMALL]

Eat these items to replenish Mathayus' health.



SCORPION ICON

Hidden throughout the levels are Scorpion icons. Collect 100 of these to receive an additional man.

CHARACTERS



MATHAYUS

The hero of our adventure who must face treacherous danger to rescue his beloved bride and save the world from the evil reign of Menthu.



MENTHU

Emerging from the shadows, he has put his evil plan into motion to destroy Mathayus once and for all.

CASSANDRA

The new bride of Mathayus whom Menthu has abducted to utilize her magical powers.



ISIS

A rogue apprentice to Menthu who will rule next to him when her magical powers are combined with Cassandra's.



ENEMIES



MUMMIES

The raised dead will do anything to stop Mathayus.



RED TURBAN WARRIOR

Menthu's secret military henchmen are at his disposal.



COBRAS

This agile enemy is under Menthu's wicked charm.

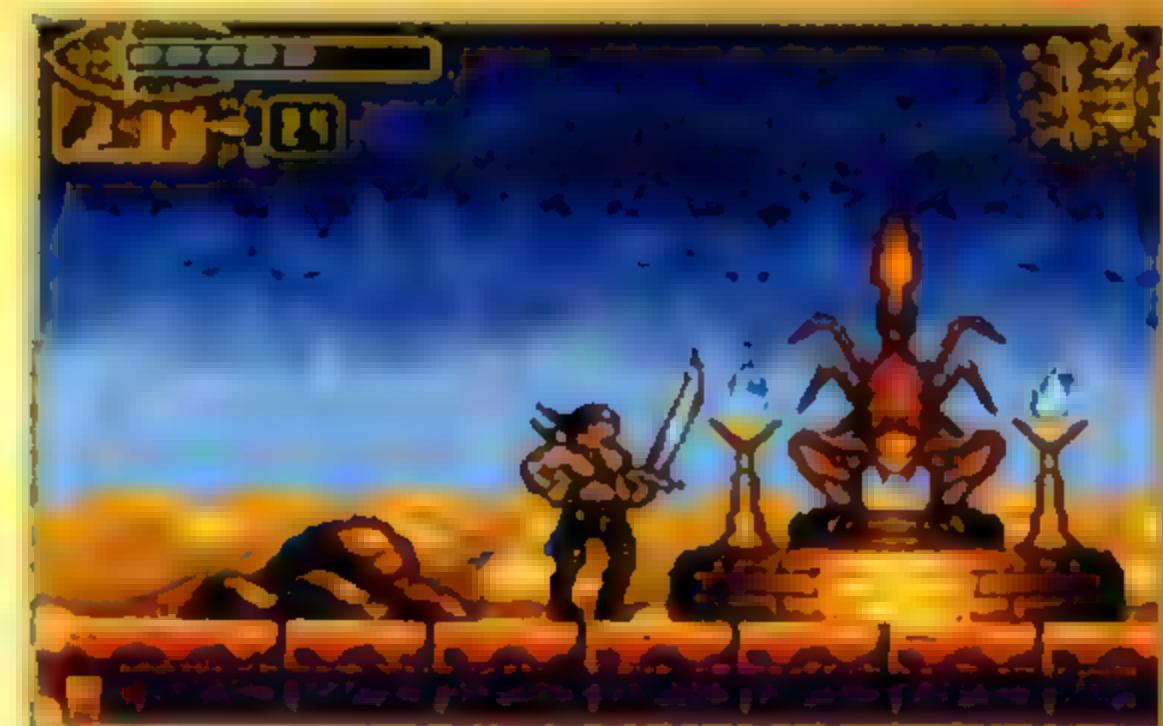


SIREN

A deadly and cunning adversary of Mathayus.

SCORPION STATUES

Hidden throughout this ancient land are mysterious scorpion statues that lead to secret lairs. Deep down within these lairs are mysterious artifacts called Runes, which Mathayus needs to collect. Once all six runes are inserted into the hero's gauntlet, the true power of the legendary Sword of Osiris will be revealed. But be warned: if you discover all of the runes, the consequence you will face is unimaginable.



CAN YOU FIND ALL SIX RUNES TO AWAKEN THE SWORD OF OSIRIS?

FIND OUT MORE ABOUT THE ROCK AND THE SCORPION KING:

Log onto www.scorpionkinggames.com to find out more about the world of The Scorpion King:

- Information about The Rock
- Information about upcoming Scorpion King games
- Wallpaper downloads
- Screenshots

CUSTOMER SUPPORT

Universal Interactive Technical Support can be reached in the following ways:

TECHNICAL SUPPORT

Phone: (Toll-Free) (866) 582-7063 (U.S./Canada only)

Or (310) 649-8016 (outside U.S./Canada)

Fax: (310) 258-0755 • World Wide Web: <http://www.education.com/support>

CUSTOMER SERVICE [8 a.m. - 5 p.m. PST MONDAY-FRIDAY]

Phone: (Toll-Free) (866) 341-0879 (U.S./Canada only)

Or (310) 649-8006 (outside U.S./Canada)

MAIL

Vivendi Universal Interactive • 4247 S. Minnewawa Ave., Fresno, CA 93725

THE SCORPION KING: SWORD OF OSIRIS CREDITS

Developed by WayForward Technologies

EXECUTIVE PRODUCER

Voldi Way

PRODUCER

John Beck

PROJECT MANAGER

Shereef Morsy

ASSISTANT PRODUCER

Jeff Pomegranate

ASSET MANAGER

Paul Danielski

TIME LOGIC MANAGEMENT

Paul Porazik

TECHNICAL ARTIST

Cole Phillips

DESIGNER/ART DIRECTOR

Matt Bozon

HERO ANIMATION

Robert Buchanan

ENEMY/BOSS ANIMATION

Luke Brookshire

BACKGROUND SUPERVISOR

Armando Soto

LEVEL DESIGN/INTERFACE

Paul Danielski

LEAN PROGRAMMER

Michael Stragey

ENGINE ASSISTANT

Jimmy Huey

MUSIC AND MUSIC ENGINE

CODE PROGRAMMING

Paragon Five

MUSIC PRODUCER

Paul Bragiel

MUSIC REPLAY

Stephane Hockenhull

MUSIC COMPOSITION

Jake Kaufman

SPECIAL THANKS FROM

WAYFORWARD:

Mark Bozon

Jenni and Delaney

Angelica Danan

Hope Stragey

Amelia Ramirez

Cody DeRuyter

Nicole Slamer

Michael Morsy

Steve Angeles

Debbie Brookshire

Jen & Munch

And the entire
WayForward Staff

PUBLISHED BY UNIVERSAL INTERACTIVE

VICE PRESIDENT OF
PRODUCTION

Vijay Lakshman

SENIOR PRODUCER

Daniel Suarez

ASSOCIATE PRODUCER

Sean Krankel

PRODUCTION COORDINATOR

Nick Torchia

GAME CONCEPT

Nick Torchia and Sean
Krankel

ADDITIONAL PRODUCTION
SUPPORT

Seab Mountain

VICE PRESIDENT OF GLOBAL
MARKETING

Torrie Dorrell

SENIOR PRODUCT MANAGER

Chris Mollo

ASSOCIATE PRODUCT
MANAGER

Lauren Faccidomo

MARKETING COORDINATOR

Anson Sowby

SENIOR MANAGER PUBLIC
RELATIONS

Alex Skillman

ART DIRECTOR

Sandra Shagat

DIRECTOR OF PROMOTIONS

Chandra Hill

CREATIVE SERVICES

SUPERVISOR

Michael Sequeira

PRESIDENT

Jim Wilson

VP CREATIVE

Jessica Drossen

Haley Sumner

Jens Claussen

BOOKLET DESIGN

Lauren Azeltine

TESTING

Absolute Quality

PC CONSOLE SALES

Tom Petit

Brad Chester

Brad Smith

Clara Gilbert

Michael Lawrence

Janet Wright

EUROPEAN MARKETING
MANAGER

Nabil Debira

SPECIAL THANKS

Kovel/Fuller

Ricci Rukavina

The Counter-Strike Team

Kevin Misher

Nathan Knetchel

Joey Sayson

Scott Johnson

Marcus Sanford

Suzan Rude

Bill Kispert

Gregory

THE LAST THREE CERTAINLY

NOT LEAST,

A tremendous thanks to
Dwayne Johnson for his
added support and passion
in the making of this game.

LIMITED WARRANTY

This software program, any printed materials, any on-line or electronic documentation (the "Program") are the copyrighted work of Universal Interactive, Inc. or its licensors. All use of the Program is governed by the terms of the End User License Agreement which is provided below ("License"). The Program is solely for use by end users according to the terms of the License Agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of the License Agreement is expressly prohibited.

END USER LICENSE AGREEMENT

1. Limited Use License. Universal Interactive, Inc. ("UI") hereby grants, and by utilizing the Program you thereby accept, a limited, nonexclusive license and right to use one (1) copy of the Program for your use on a Nintendo Game Boy Advance game system.

2. Ownership. All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, text, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audiovisual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Program) are owned by UI or its licensors. The Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. All rights are reserved. The Program may contain certain licensed materials, and UI's licensors may act to protect their rights in the event of any violation of this Agreement.

3. Responsibilities of End User. A. Subject to the Limited Use license as set forth above, you may not in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code from, modify, disassemble, decompile, or create derivative works based on the Program, or remove any proprietary notices or labels on the Program without the prior consent in writing of UI. B. You are entitled to use the Program for your own use, but you are not entitled to sell, grant a security interest in, or transfer reproductions of the Program to other parties in any way, nor to rent, lease or license the Program to others without the prior written consent of UI, or exploit the Program or any of its parts for any commercial purpose.

4. Program Transfer. You may permanently transfer all of your rights under this License, provided the recipient agrees to the terms of this License.

5. Termination. This License is effective until terminated. You may terminate the License at any time by destroying the Program. UI may, at its discretion, terminate this License in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program.

6. Limited Warranty. UI EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE PROGRAM AND MANUAL(S). THE PROGRAM AND MANUAL(S) ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NONINFRINGEMENT. ANY WARRANTY AGAINST INFRINGEMENT THAT MAY BE PROVIDED IN SECTION 2-312(3) OF THE UNIFORM COMMERCIAL CODE AND/OR IN ANY OTHER COMPARABLE STATE STATUTE IS EXPRESSLY DISCLAIMED. The entire risk arising out of use or performance of the Program remains with You, however UI warrants the cartridge(s) on which the Program is furnished, to be free from defects in materials and workmanship, under normal use, for a period of ninety (90) days from the date of delivery. UI's sole liability in the event of a defective disk shall be to give You a replacement cartridge. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply.

Limitation of Liability. NEITHER UI, ITS PARENT, SUBSIDIARIES, AFFILIATES OR LICENSORS SHALL BE LIABLE IN ANY WAY, FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply to you.

8. Equitable Remedies. You hereby agree that UI would be irreparably damaged if the terms of this License were not specifically enforced, and therefore you agree that UI shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this License, in addition to such other remedies as UI may otherwise have available to it under applicable laws. In the event any litigation is brought by either party in connection with this License Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.

9. Miscellaneous. This License shall be deemed to have been made and executed in the State of California, and any dispute arising hereunder shall be resolved in accordance with the law of the State of California. This License may be amended only by an instrument in writing executed by both parties. This License constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supersedes any prior oral or written agreements.

Mail: Vivendi Universal Interactive
attn: Warranty Processing

4247 S. Minnewawa Ave., Fresno, CA 93725

Phone: (Toll-Free) (866) 341-0879 (U.S./Canada only)
Or (310) 649-8006 (outside U.S./Canada)



THE SCORPION KING

THE SAGA BEGINS!

THE UNTOLD ORIGIN OF THE SCORPION KING
CONTINUES IN THE SPRING 2002 FILM STARRING

THE ROCK.

ON SALE MARCH 2002!

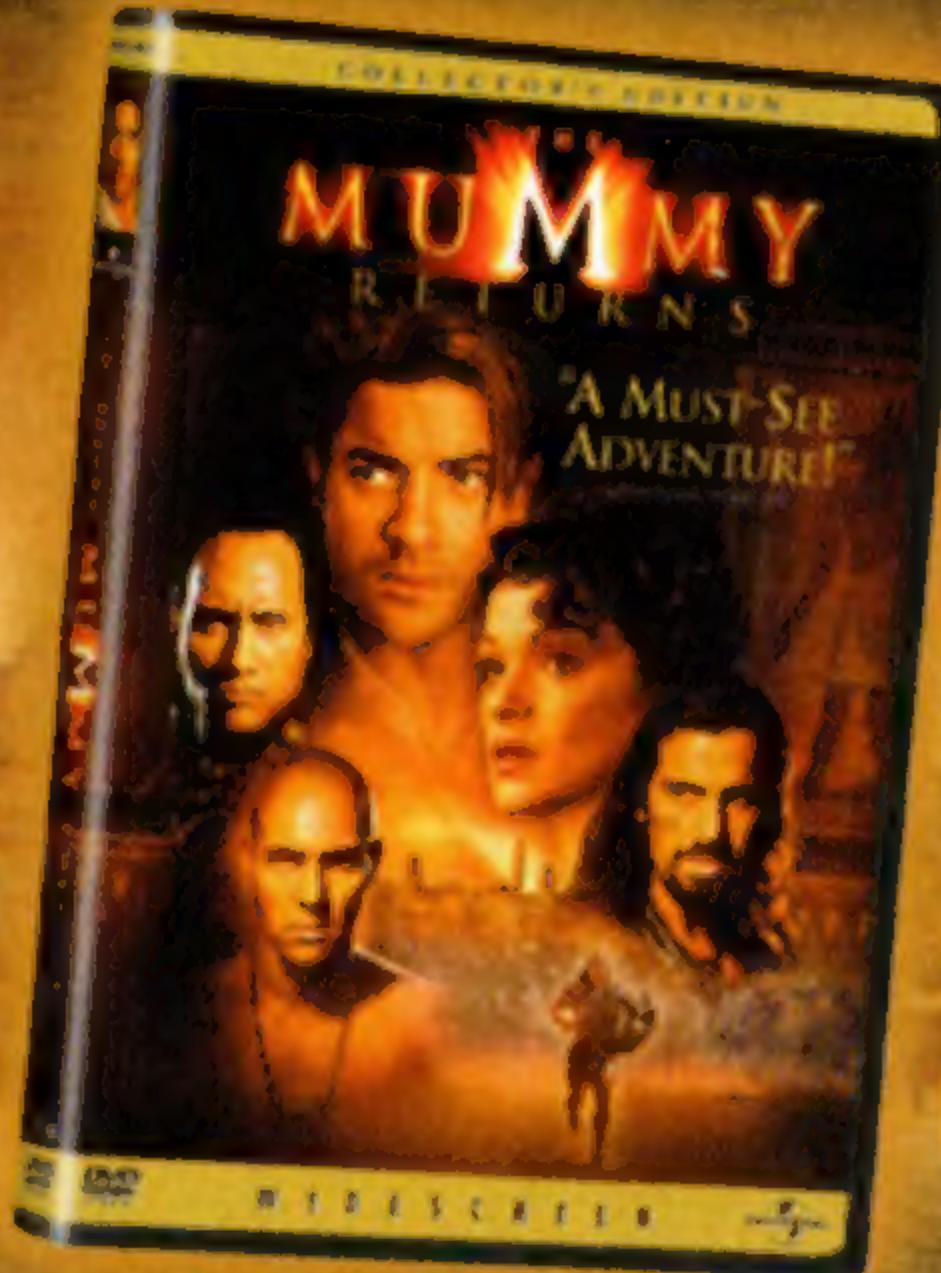
AVAILABLE AT YOUR LOCAL COMICS SHOP
OR BOOKSTORE.

To find a comics shop in your area, call 1-888-266-4226



The Scorpion King™ 2002 Universal Studios. All rights reserved. Dark Horse Comics® and the Dark Horse logo are trademarks of Dark Horse Comics, Inc., registered in various categories and countries. All rights reserved.

YOU'VE PLAYED THE GAME...
NOW RELIVE THE ADVENTURES!



BOTH DVD'S PACKED WITH HOURS OF ENTERTAINMENT AND BONUS FEATURES

- ▲ In-depth look into the astonishing special effects
- ▲ Behind the scenes with director Stephen Sommers and the cast
- ▲ Outtakes
- ▲ Film commentary by director Stephen Sommers
- ▲ And much more!

Special features not rated.

© 2001 Universal Studios. All Rights Reserved.



THE SCORPION KING

The Soundtrack Album
featuring brand new music from

GODSMACK



www.universalrecords.com

UNIVERSAL
RECORDS



the LORD OF THE RINGS™

Based on the works of J.R.R. Tolkien

Coming
October 2002

Universal Interactive
100 Universal City Plaza
Bldg. 1440/Suite 3300
Universal City, CA 91608

"The Scorpion King: Sword of Osiris" interactive game © 2002 Universal Interactive, Inc. The Scorpion King and related characters are ™ and © of Universal Studios. Licensed by Universal Studios Licensing, Inc. All rights reserved. "The Lord of the Rings, Part 1" interactive game © 2002 Universal Interactive, Inc. "The Lord of the Rings", "The Fellowship of the Ring" and the characters, events, items and places therein are trademarks of The Saul Zaentz Company d/b/a Tolkien Enterprises under license to Vivendi Universal Games, Inc. Licensed by Nintendo. Game Boy, Game Boy Advance and the Official Seal are trademarks of Nintendo. All rights reserved. The ratings icon is a trademark of the Interactive Digital Software Association.

7143910



PRINTED IN JAPAN